

Air Traffic Control Game

Cut along the dotted lines, then fold in half down the middle and glue to form two-sided cards.

chance card



**-Heavy Traffic-
back up 10 miles**

chance card



**-Heavy Traffic-
circle west 20**

chance card

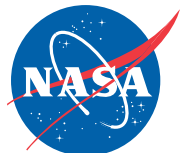


**-Snow Plows On Surface-
circle**

chance card



**-Icy Conditions-
slow speed on approach**



Air Traffic Control Game

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chance card



**-Light Traffic-
proceed**

chance card



**-Light Traffic-
proceed**

chance card



**-Light Traffic-
proceed**

chance card



**-Light Traffic-
proceed**



Air Traffic Control Game

Cut along the dotted lines, then fold in half down the middle and glue to form two-sided cards.

chance card



**-Light Traffic-
proceed**

chance card



**-Wind-
1000 ft to surface
20kn
move airplane back 10 miles**

chance card



**-Wind-
surface
35kn
reposition airplane 15°**

chance card



**-Wind-
500 ft to surface
50kn
reposition airplane 30°**



Air Traffic Control Game

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**-Cumulonimbus Clouds-
alter course
by 60° north**

chance card



**-Prevailing Westerlies-
use caution
proceed**

chance card



**-Prevailing Westerlies-
use caution
proceed**

chance card



**-Prevailing Westerlies-
use caution
proceed**



Air Traffic Control Game

Cut along the dotted lines, then fold in half down the middle and glue to form two-sided cards.

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**-Fog-
0.1 mile visibility
lose 1 turn**

chance card



**-Snow-
1200 feet to surface
accumulation 6 inches
return to 40 miles**

chance card



**-40 kn Surface Winds-
hold on descent**

chance card



**-Turbulence-
9,000 - 15,000 feet
lose 1 turn if you are in this
airspace**



Air Traffic Control Game

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chance card



**-Emergency!-
engine failure
choose landing card**

chance card



**-Hurricane-
winds to 120 kn
airport closed
lose 1 turn**

chance card



**-Thunderstorm-
200 ft.
320°
10 mi.**

chance card



**-Cumulonimbus Clouds-
500 ft.
80 - 100°
5 miles**



Air Traffic Control Game

Cut along the dotted lines, then fold in half down the middle and glue to form two-sided cards.

chance card



**-Hurricane-
winds to 120 kn E to SE
airport closed
lose 1 turn**

chance card



**-Emergency!-
engine failure
choose landing card**

chance card



**-Snow-
1200 feet to surface
accumulation 6 inches
50 mile radius**

chance card



**-Fog-
0.1 mile visibility
60 mile radius
lose 1 turn**



Air Traffic Control Game

Cut along the dotted lines, then fold in half down the middle and glue to form two-sided cards.

chance card



**-Wind-
northwest 35kn
reposition airplane 15°**

chance card



**-Wind-
west 50kn
reposition airplane 30°**

chance card



**-Wind-
southeast 20kn
move airplane back 5 miles**

chance card



**-Turbulence-
1,000 - 2,000 feet
0-300°
0.25 miles**



Air Traffic Control Game

Cut along the dotted lines, then fold in half down the middle and glue to form two-sided cards.

chance card



**-Runway Construction-
1-6
miss 1 turn**

chance card



**-Runway Construction-
17, 19, 21-25
miss 1 turn**

chance card



chance card

